Local Commands - Description

Local commands are object-specific and can be issued only when displaying an object in Editor format in LIST, EDIT or BROWSE mode. If you enter an * in the command line, a window opens that lists all valid local commands and you can select a command for execution. Some local commands are available only in LIST mode, others only in EDIT or BROWSE mode.

This subsection describes all local commands in alphabetical order according to object type. Valid abbreviations of local commands are indicated in the command title.

All Objects that can be Edited

COPY

Copies a specified object into the current edit session. The place at which the copied object is to be inserted must be marked by appropriate Editor line commands (**A**, **B**, **O** or **OO**). The following object types can be copied:

Object type	Meaning
BF	BS2000/OSD file
D	Dataset (sequential)
DJ	Job (VSE/ESA)
FIL	VSE/ESA file
J	Job (OS/390)
LIB	LIBRARIAN member
LMS	LMS library element
LMV	LMS element version
LV	LIBRARIAN member version
MAC	Macro object
MEM	VSE/ESA member
N	Natural object
O	Output file in workpool
P	PDS member
PAN	PANVALET member
S	Job SYSOUT (OS/390)
USR	Natural ISPF user profile
V	Database view

You can issue the COPY local command with full name parameters, for example:

```
COPY MAC library (name)
```

If you issue the COPY command without parameters, you are prompted for object type and name. For special considerations that apply when copying Natural objects and views, see the subsection Natural Objects and the subsection Natural Views in the section Common Objects.

IMPORT / IM

Copies the specified PC file or Con-nect document into the edit area. If the edit area already contains data, you must mark the place at which you want the file or document copied with Editor line commands **A** (after this line) or **B** (before this line).

The command format is:

```
IMPORT [CNT / CONNECT]
       [PC]
```

Prompt windows open to prompt you for identifiers of the file or document you wish to copy.

For more information, including examples, see the subsection Natural Interface to External Environments in the section Useful Features.

To import Natural objects in binary form, use the UPLOAD command as described in the section Function Commands.

SET

Opens a window with your current edit profile. You can modify any parameter by overtyping the value.

The command format is:

```
SET
```

Lists of Objects

ALL

Executes a command or command sequence for all objects shown in the list. For details, see the subsection ALL Command for Lists in the section Useful Features.

The command format is:

```
ALL <command string>
```

LAYOUT

Opens a window in which you can define a new layout for the list. For details, see the subsection LAYOUT Command for Lists in the section Useful Features.

The command format is:

```
LAYOUT
```

RELIST

Rebuilds the list to reflect changes from line commands such as DELETE, RENAME or EDIT. For details, see the subsection RELIST Command for Lists in the section Useful Features.

The command format is:

```
    RELIST
```

SORT

When displaying lists of objects, you can use the Editor SORT command with special parameters:

```
    SORT [<column header>] [a]
                           [d]
```

Where **a** is ascending order (default), **d** is descending order and **column header** is the string of the column header according to which the items in the list are to be sorted. For details, see the subsection SORT Command for Lists in the section Useful Features.

Views - object type V

GENERATE / GEN

Issued from a view definition displayed using the DEFINITION function command, generates data definition statements for a Natural source.

Natural Objects object types N and MAC - in LIST mode

CATALL

Catalogs multiple Natural objects displayed in a list. The command format is:

```
    CATALL [name][type]
```

where **name** can be an optional name pattern, and **type** an optional Natural object type.

Examples:

Command	Function
CATALL ISP*	Catalogs all Natural objects in the list whose names start with ISP.
CATALL ISP* P	Catalogs all Natural programs in the list whose names start with ISP.

> **Note:**
> If you issue the CATALL command for objects that do not use the Macro facility, it is recommended that you issue a MACRO OFF command first, otherwise resources are wasted as the objects are searched for the macro character. If any object uses the Macro facility, you must have MACRO ON.

Natural Objects object types N and MAC - in EDIT mode

CATALOG / CAT

Stores the edited Natural member in object form only (the source remains unchanged).

CHECK / C

Checks syntax of current Natural object. If the object is a macro-type program, only a check of processing statements and variables to be substituted is performed. The CHECK local command does not check that the lines generated by the macro are valid Natural source. To do this, execute the macro, and copy its generated output from the user workpool as a Natural program into a Natural library (see the subsection User Workpool in the section Common Objects).

OUTPUT

Starts an edit session with the output of the current program in the user workpool (only valid after a RUN command issued from the edit session).

REGENERATE / REG

Available for Natural programs written using the Edit macro option. Reexecutes the specified macro object and writes the result in the current edit session. Any defined user code remains in place. For details, see the section Macro Facility in the Natural ISPF Programmer's Guide.

STOW <'text'>

Stores the Natural program in source and object form. The text parameter is relevant when stowing the program with versioning on: you can specify a reason for changing the program. The text must be enclosed in quotation marks.

> **Note:**
> If the current Natural program includes inline macros and/or INCLUDE-MACRO statements, macro expansion is performed before compilation (MACRO ON must be set).

STRUCT

Performs structural indentation of Natural source statements and identifies any structural inconsistencies. This command does not apply to macro objects.

SM

Enables/disables structured mode. The command format is:

```
SM [ON]
   [OFF]
```

TYPE

Specifies Natural object type. The command format is:

```
TYPE t
```

where **t** can be any of the following:

C	Copy code
H	Help routine
N	Subprogram
O	Macro program
P	Program
S	Subroutine
T	Text

Natural Error Messages - in BROWSE or EDIT mode

NEXT

In BROWSE mode:	Displays the next existing error message.
In EDIT mode:	The current message is saved automatically if it has been modified. Then, an EDIT session is opened with the next existing error message.

Job SYSOUT - object type S

Job SYSOUT is displayed in BROWSE mode only.

FILE

Selects SYSOUT file for display. The command format is:

```
    [FILE] [SI] [n]
           [SO]
           [SM]
           [CC]
           [JL]
```

where *n* stands for file number.

NEXT

Selects next SYSOUT file for display.

PREV

Selects previous SYSOUT file for display.

Library Members and Sequential Files - in EDIT mode

The following commands apply to object types PDS, MEM, LMS, DS, FIL and BF.

PASSWORD

This command is available when editing files that are password-protected for update.

The command format is:

```
      PASSWORD password
```

Use this command to enter the valid password in order to update the protected file.

REGENERATE / REG

Available for source members written using the Edit macro option. Reexecutes the specified macro object and writes the result in protected lines in the current edit session. Any defined user code remains in place. For details, see the section Macro Facility in the Natural ISPF Programmer's Guide.

SUBMIT

If the member contains JCL, you can submit the job to the operating system from the edit session with the SUBMIT local command.

Additional Local Commands for VSE/ESA Members object type MEM - in EDIT mode

When selecting a member for EDIT from the VSE Members Entry Panel, or when displaying a member in edit mode, the following local commands are available:

MSHP

Specifies whether MSHP protection is to be bypassed YES or NO. The command format is:

```
      MSHP [YES]
           [NO]
```

DATA

Specifies whether the member contains SYSIPT data YES or NO. The command format is:

```
      DATA [YES]
           [NO]
```

Additional Local Commands for LMS Library Elements - in EDIT mode

Applies to object types LMS and LMV.

NEWNAME

Use this command to specify a new element name and/or a new version name, to be written when saving a member. The command format is:

```
     NEWNAME [ename][nversion]
```

If you issue the NEWNAME command without parameters, a window opens in which you can specify the new name and/or version name. For more details, see the subsection LMS Library Elements in the section BS2000/OSD Objects.

Online Help Facility and UINFO Texts

UP LEVEL or BACK

When scrolling help or information screens, you can use the UP command with the parameter LEVEL to move directly to the next higher level in the screen hierarchy.

The command format is:

```
     UPLEVEL
      BACK
```

Assuming the UP command is assigned to PF7, you can type L in the command line and press PF7.